
**Information technology — Programming
languages — C++**

Technologies de l'information — Langages de programmation — C++

iTeh STANDARD PREVIEW
(standards.iteh.ai)

[ISO/IEC 14882:2014](https://standards.iteh.ai/catalog/standards/sist/b654b43b-e0db-4d49-bc8f-e66617d2729f/iso-iec-14882-2014)

<https://standards.iteh.ai/catalog/standards/sist/b654b43b-e0db-4d49-bc8f-e66617d2729f/iso-iec-14882-2014>

iTeh STANDARD PREVIEW (standards.iteh.ai)

[ISO/IEC 14882:2014](https://standards.iteh.ai/catalog/standards/sist/b654b43b-e0db-4d49-bc8f-e66617d2729f/iso-iec-14882-2014)

<https://standards.iteh.ai/catalog/standards/sist/b654b43b-e0db-4d49-bc8f-e66617d2729f/iso-iec-14882-2014>



COPYRIGHT PROTECTED DOCUMENT

© ISO/IEC 2014

All rights reserved. Unless otherwise specified, no part of this publication may be reproduced or utilized otherwise in any form or by any means, electronic or mechanical, including photocopying, or posting on the internet or an intranet, without prior written permission. Permission can be requested from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office
Case postale 56 • CH-1211 Geneva 20
Tel. + 41 22 749 01 11
Fax + 41 22 749 09 47
E-mail copyright@iso.org
Web www.iso.org

Published in Switzerland

Contents

Contents	iii
List of Tables	xi
List of Figures	xv
Foreword	xvi
1 General	1
1.1 Scope	1
1.2 Normative references	1
1.3 Terms and definitions	2
1.4 Implementation compliance	5
1.5 Structure of this International Standard	5
1.6 Syntax notation	6
1.7 The C++ memory model	6
1.8 The C++ object model	7
1.9 Program execution	8
1.10 Multi-threaded executions and data races	11
1.11 Acknowledgments	15
2 Lexical conventions	16
2.1 Separate translation	16
2.2 Phases of translation	16
2.3 Character sets	17
2.4 Trigraph sequences	18
2.5 Preprocessing tokens	19
2.6 Alternative tokens	20
2.7 Tokens	20
2.8 Comments	20
2.9 Header names	20
2.10 Preprocessing numbers	21
2.11 Identifiers	21
2.12 Keywords	22
2.13 Operators and punctuators	22
2.14 Literals	23
3 Basic concepts	32
3.1 Declarations and definitions	32
3.2 One definition rule	34
3.3 Scope	37
3.4 Name lookup	42
3.5 Program and linkage	56
3.6 Start and termination	59
3.7 Storage duration	62
3.8 Object lifetime	66

3.9	Types	69
3.10	Lvalues and rvalues	75
3.11	Alignment	76
4	Standard conversions	78
4.1	Lvalue-to-rvalue conversion	79
4.2	Array-to-pointer conversion	79
4.3	Function-to-pointer conversion	79
4.4	Qualification conversions	80
4.5	Integral promotions	81
4.6	Floating point promotion	81
4.7	Integral conversions	81
4.8	Floating point conversions	82
4.9	Floating-integral conversions	82
4.10	Pointer conversions	82
4.11	Pointer to member conversions	82
4.12	Boolean conversions	83
4.13	Integer conversion rank	83
5	Expressions	84
5.1	Primary expressions	87
5.2	Postfix expressions	97
5.3	Unary expressions	108
5.4	Explicit type conversion (cast notation)	117
5.5	Pointer-to-member operators	118
5.6	Multiplicative operators	118
5.7	Additive operators	119
5.8	Shift operators	120
5.9	Relational operators	120
5.10	Equality operators	121
5.11	Bitwise AND operator	122
5.12	Bitwise exclusive OR operator	122
5.13	Bitwise inclusive OR operator	122
5.14	Logical AND operator	123
5.15	Logical OR operator	123
5.16	Conditional operator	123
5.17	Assignment and compound assignment operators	125
5.18	Comma operator	126
5.19	Constant expressions	126
6	Statements	130
6.1	Labeled statement	130
6.2	Expression statement	130
6.3	Compound statement or block	130
6.4	Selection statements	131
6.5	Iteration statements	132
6.6	Jump statements	135
6.7	Declaration statement	136
6.8	Ambiguity resolution	137
7	Declarations	139

7.1	Specifiers	140
7.2	Enumeration declarations	157
7.3	Namespaces	161
7.4	The <code>asm</code> declaration	173
7.5	Linkage specifications	173
7.6	Attributes	176
8	Declarators	181
8.1	Type names	182
8.2	Ambiguity resolution	183
8.3	Meaning of declarators	184
8.4	Function definitions	196
8.5	Initializers	199
9	Classes	214
9.1	Class names	216
9.2	Class members	218
9.3	Member functions	220
9.4	Static members	223
9.5	Unions	224
9.6	Bit-fields	226
9.7	Nested class declarations	227
9.8	Local class declarations	228
9.9	Nested type names	228
10	Derived classes	230
10.1	Multiple base classes	231
10.2	Member name lookup	233
10.3	Virtual functions	236
10.4	Abstract classes	240
11	Member access control	242
11.1	Access specifiers	243
11.2	Accessibility of base classes and base class members	244
11.3	Friends	247
11.4	Protected member access	250
11.5	Access to virtual functions	251
11.6	Multiple access	251
11.7	Nested classes	251
12	Special member functions	253
12.1	Constructors	253
12.2	Temporary objects	255
12.3	Conversions	258
12.4	Destructors	260
12.5	Free store	263
12.6	Initialization	265
12.7	Construction and destruction	270
12.8	Copying and moving class objects	273
12.9	Inheriting constructors	280

13	Overloading	284
13.1	Overloadable declarations	284
13.2	Declaration matching	286
13.3	Overload resolution	287
13.4	Address of overloaded function	307
13.5	Overloaded operators	308
13.6	Built-in operators	312
14	Templates	316
14.1	Template parameters	317
14.2	Names of template specializations	320
14.3	Template arguments	322
14.4	Type equivalence	328
14.5	Template declarations	329
14.6	Name resolution	346
14.7	Template instantiation and specialization	359
14.8	Function template specializations	371
15	Exception handling	392
15.1	Throwing an exception	393
15.2	Constructors and destructors	395
15.3	Handling an exception	395
15.4	Exception specifications	397
15.5	Special functions	400
16	Preprocessing directives	403
16.1	Conditional inclusion	404
16.2	Source file inclusion	405
16.3	Macro replacement	406
16.4	Line control	411
16.5	Error directive	412
16.6	Pragma directive	412
16.7	Null directive	412
16.8	Predefined macro names	412
16.9	Pragma operator	413
17	Library introduction	414
17.1	General	414
17.2	The C standard library	415
17.3	Definitions	415
17.4	Additional definitions	418
17.5	Method of description (Informative)	418
17.6	Library-wide requirements	423
18	Language support library	443
18.1	General	443
18.2	Types	443
18.3	Implementation properties	444
18.4	Integer types	453
18.5	Start and termination	455
18.6	Dynamic memory management	456

18.7	Type identification	463
18.8	Exception handling	465
18.9	Initializer lists	470
18.10	Other runtime support	471
19	Diagnostics library	474
19.1	General	474
19.2	Exception classes	474
19.3	Assertions	478
19.4	Error numbers	478
19.5	System error support	478
20	General utilities library	490
20.1	General	490
20.2	Utility components	490
20.3	Pairs	495
20.4	Tuples	500
20.5	Compile-time integer sequences	510
20.6	Class template <code>bitset</code>	511
20.7	Memory	519
20.8	Smart pointers	534
20.9	Function objects	562
20.10	Metaprogramming and type traits	584
20.11	Compile-time rational arithmetic	603
20.12	Time utilities	606
20.13	Class template <code>scoped_allocator_adaptor</code>	622
20.14	Class <code>type_index</code>	629
21	Strings library	631
21.1	General	631
21.2	Character traits	631
21.3	String classes	637
21.4	Class template <code>basic_string</code>	641
21.5	Numeric conversions	669
21.6	Hash support	671
21.7	Suffix for <code>basic_string</code> literals	671
21.8	Null-terminated sequence utilities	671
22	Localization library	675
22.1	General	675
22.2	Header <code><locale></code> synopsis	675
22.3	Locales	676
22.4	Standard <code>locale</code> categories	689
22.5	Standard code conversion facets	729
22.6	C library locales	731
23	Containers library	732
23.1	General	732
23.2	Container requirements	732
23.3	Sequence containers	760
23.4	Associative containers	791

23.5	Unordered associative containers	808
23.6	Container adaptors	825
24	Iterators library	835
24.1	General	835
24.2	Iterator requirements	835
24.3	Header <code><iterator></code> synopsis	840
24.4	Iterator primitives	843
24.5	Iterator adaptors	847
24.6	Stream iterators	860
24.7	range access	867
25	Algorithms library	869
25.1	General	869
25.2	Non-modifying sequence operations	880
25.3	Mutating sequence operations	885
25.4	Sorting and related operations	893
25.5	C library algorithms	906
26	Numerics library	908
26.1	General	908
26.2	Numeric type requirements	908
26.3	The floating-point environment	909
26.4	Complex numbers	910
26.5	Random number generation	921
26.6	Numeric arrays	966
26.7	Generalized numeric operations	987
26.8	C library	990
	ISO/IEC 14882:2014	
27	Input/output library	995
27.1	General	995
27.2	Iostreams requirements	995
27.3	Forward declarations	996
27.4	Standard istream objects	998
27.5	Iostreams base classes	1000
27.6	Stream buffers	1019
27.7	Formatting and manipulators	1029
27.8	String-based streams	1058
27.9	File-based streams	1069
28	Regular expressions library	1085
28.1	General	1085
28.2	Definitions	1085
28.3	Requirements	1086
28.4	Header <code><regex></code> synopsis	1088
28.5	Namespace <code>std::regex_constants</code>	1095
28.6	Class <code>regex_error</code>	1098
28.7	Class template <code>regex_traits</code>	1098
28.8	Class template <code>basic_regex</code>	1101
28.9	Class template <code>sub_match</code>	1108
28.10	Class template <code>match_results</code>	1114

28.11	Regular expression algorithms	1120
28.12	Regular expression iterators	1125
28.13	Modified ECMAScript regular expression grammar	1131
29	Atomic operations library	1134
29.1	General	1134
29.2	Header <atomic> synopsis	1134
29.3	Order and consistency	1137
29.4	Lock-free property	1139
29.5	Atomic types	1139
29.6	Operations on atomic types	1143
29.7	Flag type and operations	1149
29.8	Fences	1150
30	Thread support library	1151
30.1	General	1151
30.2	Requirements	1151
30.3	Threads	1154
30.4	Mutual exclusion	1159
30.5	Condition variables	1179
30.6	Futures	1187
A	Grammar summary	1205
A.1	Keywords	1205
A.2	Lexical conventions	1205
A.3	Basic concepts	1209
A.4	Expressions	1210
A.5	Statements	1213
A.6	Declarations	1214
A.7	Declarators https://standards.iteh.ai/catalog/standards/sist/b654b43b-e0db-4d49-bc8f-e66617d2729f/iso-iec-14882-2014	1218
A.8	Classes	1220
A.9	Derived classes	1220
A.10	Special member functions	1221
A.11	Overloading	1221
A.12	Templates	1222
A.13	Exception handling	1222
A.14	Preprocessing directives	1223
B	Implementation quantities	1225
C	Compatibility	1227
C.1	C++ and ISO C	1227
C.2	C++ and ISO C++ 2003	1235
C.3	C++ and ISO C++ 2011	1242
C.4	C standard library	1243
D	Compatibility features	1247
D.1	Increment operator with bool operand	1247
D.2	register keyword	1247
D.3	Implicit declaration of copy functions	1247
D.4	Dynamic exception specifications	1247

D.5	C standard library headers	1247
D.6	Old iostreams members	1248
D.7	<code>char*</code> streams	1249
D.8	Function objects	1258
D.9	Binders	1262
D.10	<code>auto_ptr</code>	1263
D.11	Violating <i>exception-specifications</i>	1266
D.12	Random shuffle	1266
E	Universal character names for identifier characters	1268
E.1	Ranges of characters allowed	1268
E.2	Ranges of characters disallowed initially	1268
F	Cross references	1269
	Index	1287
	Index of grammar productions	1316
	Index of library names	1319
	Index of implementation-defined behavior	1356

iTeh STANDARD PREVIEW
(standards.iteh.ai)

ISO/IEC 14882:2014

<https://standards.iteh.ai/catalog/standards/sist/b654b43b-e0db-4d49-bc8f-e66617d2729f/iso-iec-14882-2014>

List of Tables

1	Trigraph sequences	18
2	Alternative tokens	20
3	Identifiers with special meaning	22
4	Keywords	22
5	Alternative representations	22
6	Types of integer literals	24
7	Escape sequences	26
8	String literal concatenations	29
9	Relations on <code>const</code> and <code>volatile</code>	74
10	<i>simple-type-specifiers</i> and the types they specify	151
11	Relationship between operator and function call notation	292
12	Conversions	300
13	Library categories	414
14	C++ library headers	424
15	C++ headers for C library facilities	424
16	C++ headers for freestanding implementations	425
17	<code>EqualityComparable</code> requirements	426
18	<code>LessThanComparable</code> requirements	426
19	<code>DefaultConstructible</code> requirements	427
20	<code>MoveConstructible</code> requirements	427
21	<code>CopyConstructible</code> requirements (in addition to <code>MoveConstructible</code>)	427
22	<code>MoveAssignable</code> requirements	427
23	<code>CopyAssignable</code> requirements (in addition to <code>MoveAssignable</code>)	427
24	<code>Destructible</code> requirements	427
25	<code>NullablePointer</code> requirements	429
26	<code>Hash</code> requirements	430
27	Descriptive variable definitions	430
28	Allocator requirements	431
29	Language support library summary	443
30	Header <code><cstdint></code> synopsis	443
31	Header <code><climits></code> synopsis	453
32	Header <code><cmath></code> synopsis	453
33	Header <code><cstdlib></code> synopsis	455
34	Header <code><setjmp></code> synopsis	472
35	Header <code><signal></code> synopsis	472
36	Header <code><stdalign></code> synopsis	472
37	Header <code><stdarg></code> synopsis	472
38	Header <code><stdbool></code> synopsis	473
39	Header <code><stdlib></code> synopsis	473
40	Header <code><ctime></code> synopsis	473

41	Diagnostics library summary	474
42	Header <cassert> synopsis	478
43	Header <cerrno> synopsis	479
44	General utilities library summary	490
45	Header <cstdlib> synopsis	533
46	Header <cstring> synopsis	534
47	Primary type category predicates	588
48	Composite type category predicates	589
49	Type property predicates	590
50	Type property queries	596
51	Type relationship predicates	597
52	Const-volatile modifications	598
53	Reference modifications	598
54	Sign modifications	599
55	Array modifications	600
56	Pointer modifications	600
57	Other transformations	601
58	Expressions used to perform ratio arithmetic	605
59	Clock requirements	609
60	Header <ctime> synopsis	622
61	Strings library summary	631
62	Character traits requirements	632
63	basic_string(const Allocator&) effects	645
64	basic_string(const basic_string&) effects	646
65	basic_string(const basic_string&, size_type, size_type, const Allocator&) effects	646
66	basic_string(const charT*, size_type, const Allocator&) effects	647
67	basic_string(const charT*, const Allocator&) effects	647
68	basic_string(size_t, charT, const Allocator&) effects	647
69	basic_string(const basic_string&, const Allocator&) and basic_string(basic_string&&, const Allocator&) effects	648
70	operator=(const basic_string&) effects	648
71	operator=(basic_string&&) effects	649
72	compare() results	663
73	Potential mbstate_t data races	673
74	Header <cctype> synopsis	673
75	Header <cwctype> synopsis	673
76	Header <cstring> synopsis	673
77	Header <cwchar> synopsis	674
78	Header <cstdlib> synopsis	674
79	Header <cuchar> synopsis	674
80	Localization library summary	675
81	Locale category facets	679
82	Required specializations	679
83	do_in/do_out result values	699
84	do_unshift result values	699
85	Integer conversions	703
86	Length modifier	703
87	Integer conversions	707

88	Floating-point conversions	707
89	Length modifier	708
90	Numeric conversions	708
91	Fill padding	709
92	<code>do_get_date</code> effects	716
93	Header <code><locale></code> synopsis	731
94	Potential <code>setlocale</code> data races	731
95	Containers library summary	732
96	Container requirements	733
97	Reversible container requirements	735
98	Optional container operations	736
99	Allocator-aware container requirements	738
100	Sequence container requirements (in addition to container)	740
101	Optional sequence container operations	742
102	Associative container requirements (in addition to container)	744
103	Unordered associative container requirements (in addition to container)	752
104	Iterators library summary	835
105	Relations among iterator categories	835
106	Iterator requirements	836
107	Input iterator requirements (in addition to Iterator)	837
108	Output iterator requirements (in addition to Iterator)	838
109	Forward iterator requirements (in addition to input iterator)	839
110	Bidirectional iterator requirements (in addition to forward iterator)	839
111	Random access iterator requirements (in addition to bidirectional iterator)	840
112	Algorithms library summary	869
113	Header <code><cstdlib></code> synopsis	906
114	Numerics library summary	908
115	Seed sequence requirements	923
116	Uniform random number generator requirements	924
117	Random number engine requirements	925
118	Random number distribution requirements	928
119	Header <code><cmath></code> synopsis	991
120	Header <code><cstdlib></code> synopsis	991
121	Input/output library summary	995
122	<code>fmtflags</code> effects	1005
123	<code>fmtflags</code> constants	1005
124	<code>iostate</code> effects	1005
125	<code>openmode</code> effects	1005
126	<code>seekdir</code> effects	1006
127	Position type requirements	1010
128	<code>basic_ios::init()</code> effects	1012
129	<code>basic_ios::copyfmt()</code> effects	1014
130	<code>seekoff</code> positioning	1062
131	<code>newoff</code> values	1063
132	File open modes	1073
133	<code>seekoff</code> effects	1075

134	Header <code><cstdio></code> synopsis	1083
135	Header <code><ctype></code> synopsis	1084
136	Regular expressions library summary	1085
137	Regular expression traits class requirements	1086
138	<code>syntax_option_type</code> effects	1096
139	<code>regex_constants::match_flag_type</code> effects when obtaining a match against a character container sequence [<code>first,last</code>]).	1096
140	<code>error_type</code> values in the C locale	1097
141	Character class names and corresponding <code>ctype</code> masks	1102
142	<code>match_results</code> assignment operator effects	1117
143	Effects of <code>regex_match</code> algorithm	1120
144	Effects of <code>regex_search</code> algorithm	1122
145	Atomics library summary	1134
146	<code>atomic</code> integral typedefs	1143
147	<code>atomic</code> <code><inttypes.h></code> typedefs	1144
148	Atomic arithmetic computations	1148
149	Thread support library summary	1151
150	Standard macros	1243
151	Standard values	1243
152	Standard types	1244
153	Standard structs	1244
154	Standard functions	1245
155	C headers	1247
156	<code>strstreambuf(streamsize)</code> effects	1251
157	<code>strstreambuf(void* (*)(size_t), void (*)(void*))</code> effects	1251
158	<code>strstreambuf(charT*, streamsize, charT*)</code> effects	1251
159	<code>seekoff</code> positioning	1254
160	<code>newoff</code> values	1254

iTeH STANDARD PREVIEW
(standards.iteh.ai)

List of Figures

1	Expression category taxonomy	75
2	Directed acyclic graph	231
3	Non-virtual base	232
4	Virtual base	233
5	Virtual and non-virtual base	233
6	Name lookup	235
7	Stream position, offset, and size types [non-normative]	995

iTeh STANDARD PREVIEW
(standards.iteh.ai)

[ISO/IEC 14882:2014](#)

<https://standards.iteh.ai/catalog/standards/sist/b654b43b-e0db-4d49-bc8f-e66617d2729f/iso-iec-14882-2014>